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THE FAIRY KIDNAP

BY SHANNON GILLIGAN

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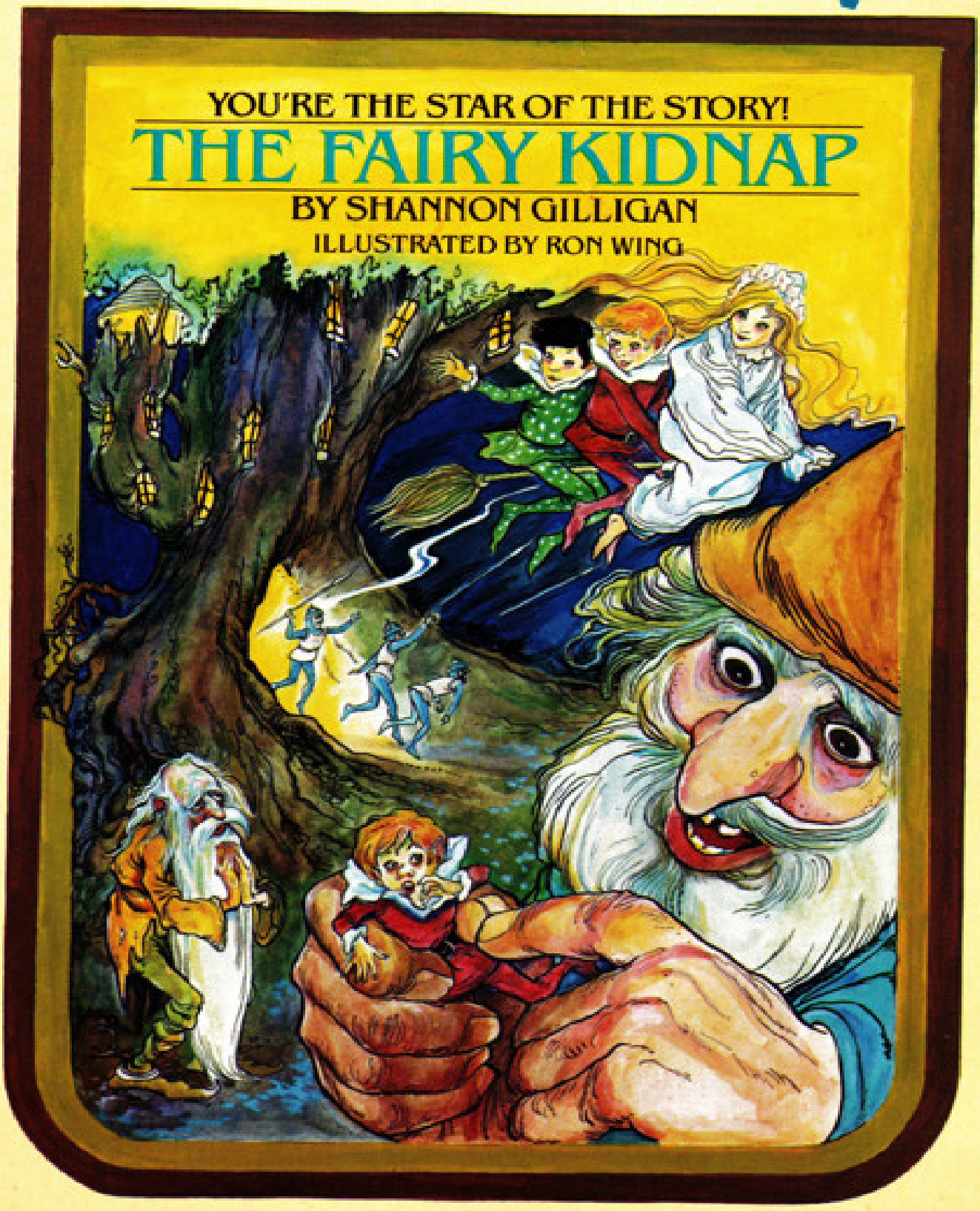

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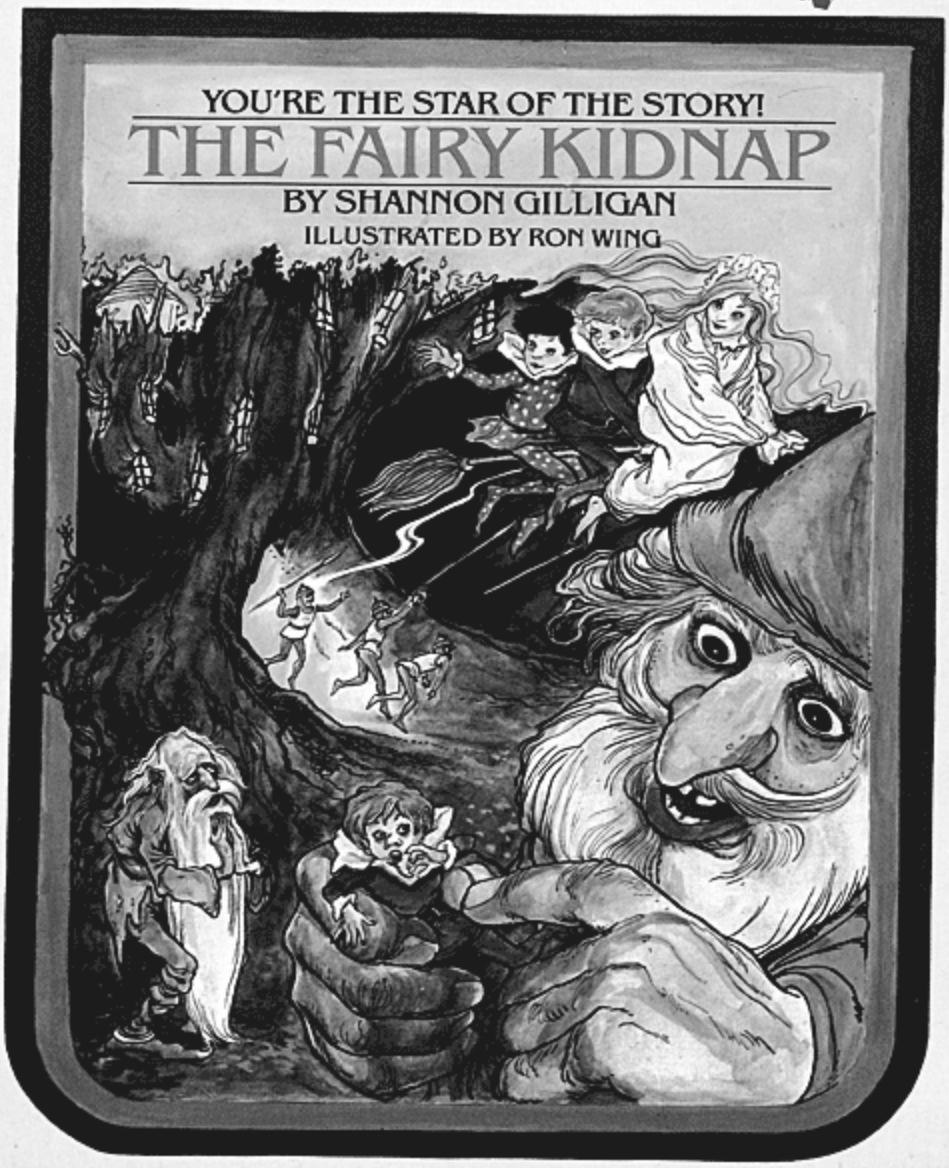

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If you decide to go to the Tuatha Castle in the Dark Forest, turn to page 12. If you decide to journey to the human town, turn to page 17. Think fast—the princess is in danger!

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THE FAIRY KIDNAP

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THE FAIRY KIDNAP

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THE FAIRY KIDNAP

READ THIS FIRST!!!

Most books are about other people.

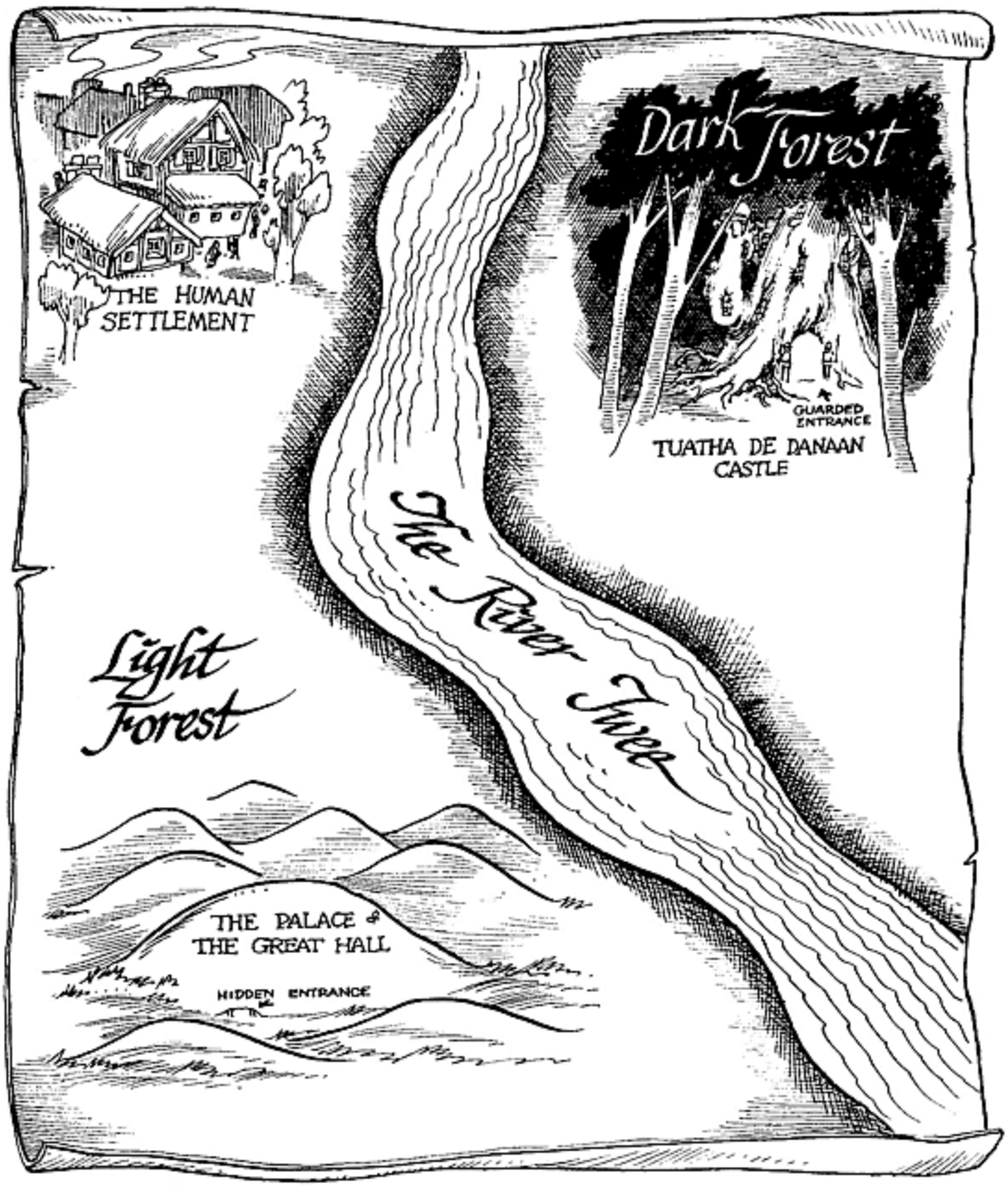
This book is about you—and the kidnapped fairy princess. What happens to you depends on what you decide to do.

Do not read this book from the first page through to the last page. Instead, start at page one and read until you come to your first choice. Decide what you want to do. Then turn to the page shown and see what happens.

When you come to the end of a story, go back and try another choice. Every choice leads to a new adventure.

Can you rescue Princess Morgana? You're about to find out.

Good luck!


Dark Forest
THE HUMAN SETTLEMENT
GUARDED ENTRANCE
TUATHA DE DANAAN CASTLE
The River Twee
Light Forest
THE PALACE & THE GREAT HALL
HIDDEN ENTRANCE

In Ireland there are many different tribes of fairies. Some are good and some are evil. *You* are a member of the tribe of Deeny O'Shee. The Deeny O'Shee fairies are kind, gentle, and loving. **1**

You live in a place called the Light Forest, where small mounds of earth make up your village. In the center of the village there is a very large mound. It is the palace where your king and queen live with their daughter, Princess Morgana.

Life is usually peaceful, but one afternoon you hear footsteps running up to your door. Your friend Tortenu bursts in and cries, "Princess Morgana has been kidnapped! Hurry! The king has called a meeting in the Great Hall."

Turn to page 2.

2 You follow Tortenu along the underground tunnels to the palace. When you enter the Great Hall, the king has just started to speak.

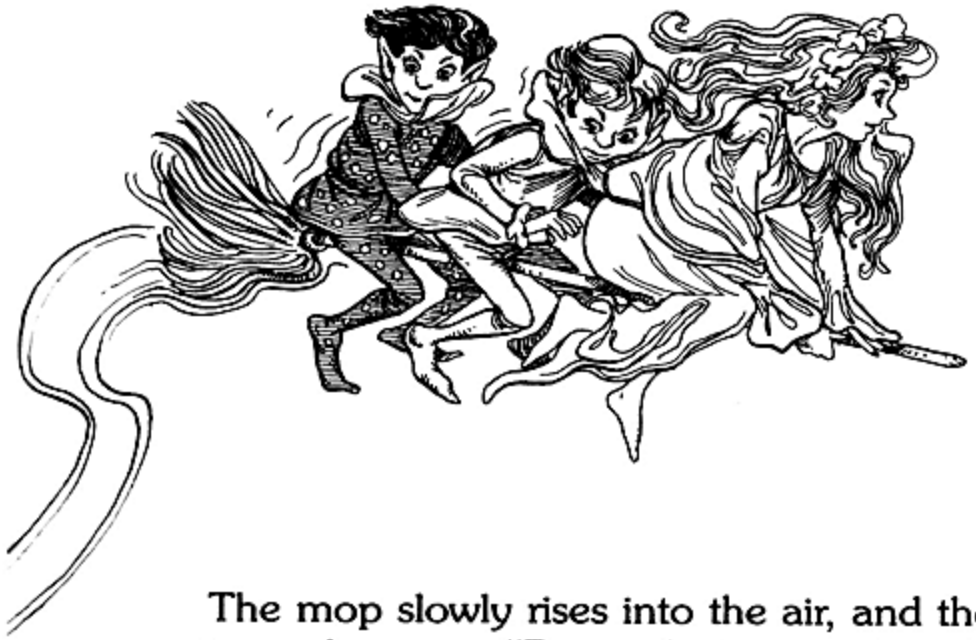
"As you all know," he begins, "a terrible thing has happened to us. Princess Morgana, my only child, was kidnapped earlier today as

she was walking near the river Twee. Who could do such an evil thing but our enemies, the Tuatha de Danaan? I am afraid we will have to go to war."

Turn to page 7.

4 "A mop will be fine," the princess replies, laughing. Holding it in both hands, she chants,

"Evil Tuathas we must fight,
So we need this mop for flight.
Since there's little time to spare,
Help us up into the air."



The mop slowly rises into the air, and the princess hops on. "Be quick. The spell won't last long!" she tells you.

A mop isn't the easiest thing to sit on, but you and Illsap manage to climb on. The princess opens the closet door and points the mop down the hallway toward the entrance. You pass over the heads of some Tuathas. They shout, "Look! It's the princess! Stop her!"

Turn to page 16.

6

You run as fast as you can into the Tuatha castle, and Illsap follows. The two of you run along an empty hallway. You don't see anyone. The hallway branches in two up ahead. You must go either to your right or to your left.

Illsap says, "I'll follow you."

You look again, but the hallways seem exactly alike.

If you go right, turn to page 26.

If you go left, turn to page 32.

Rennet, a wise old fairy, speaks up. "Your Highness, are you sure it is the Tuathas? There is a human town near the river Twee. Maybe humans took the princess."

The king says, "Rennet, you could be right. Let us split into two groups. One group will go to the human town. The other will go to the Tuatha castle across the river in the Dark Forest."

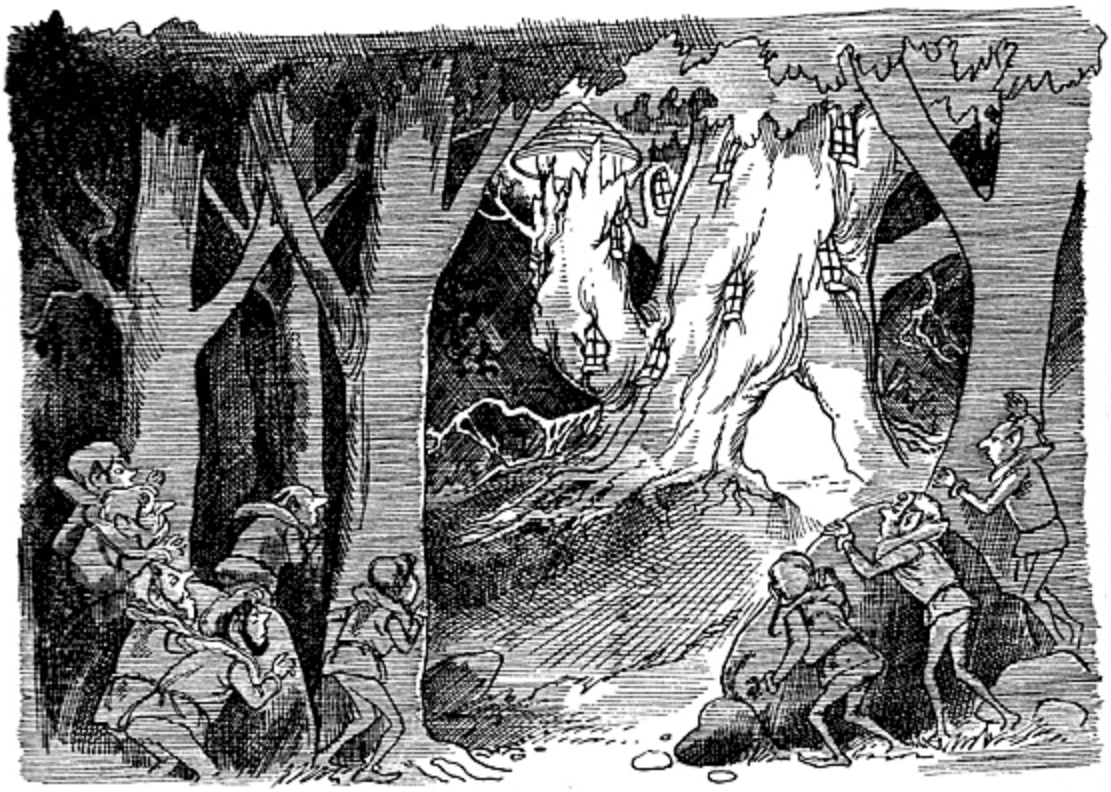
If you decide to join the group going to town, turn to page 17.

If you decide to join the group heading toward the Tuatha castle, turn to page 12.

8 Everything is very quiet. Suddenly you hear a loud crash from the other side of the castle. The Tuatha guards all run to see what's happened. No one is watching the castle door!

The king told you to stay where you are. But who knows how long the guards will be away? This may be your only chance to get inside the castle.

Go on to the next page.



If you decide to run toward the doorway,
turn to page 6.

If you decide it's better to stay put,
turn to page 22.

"Tortenu! Tortenu!" you yell, sliding down the tree. "The humans have got Bachod. They're pinching him and teasing him. We have to save him!" **11**

Tortenu yells back, "Where's his cap?"

"It must have fallen off somehow. Right now those three human boys are playing with it," you say as you reach the ground.

Tortenu strokes his beard and says, "We can try to rescue Bachod's cap from the boys and get it back to him, but that might be hard. Our only other choice is to go back to the castle to get an extra cap for Bachod. What do you think?"

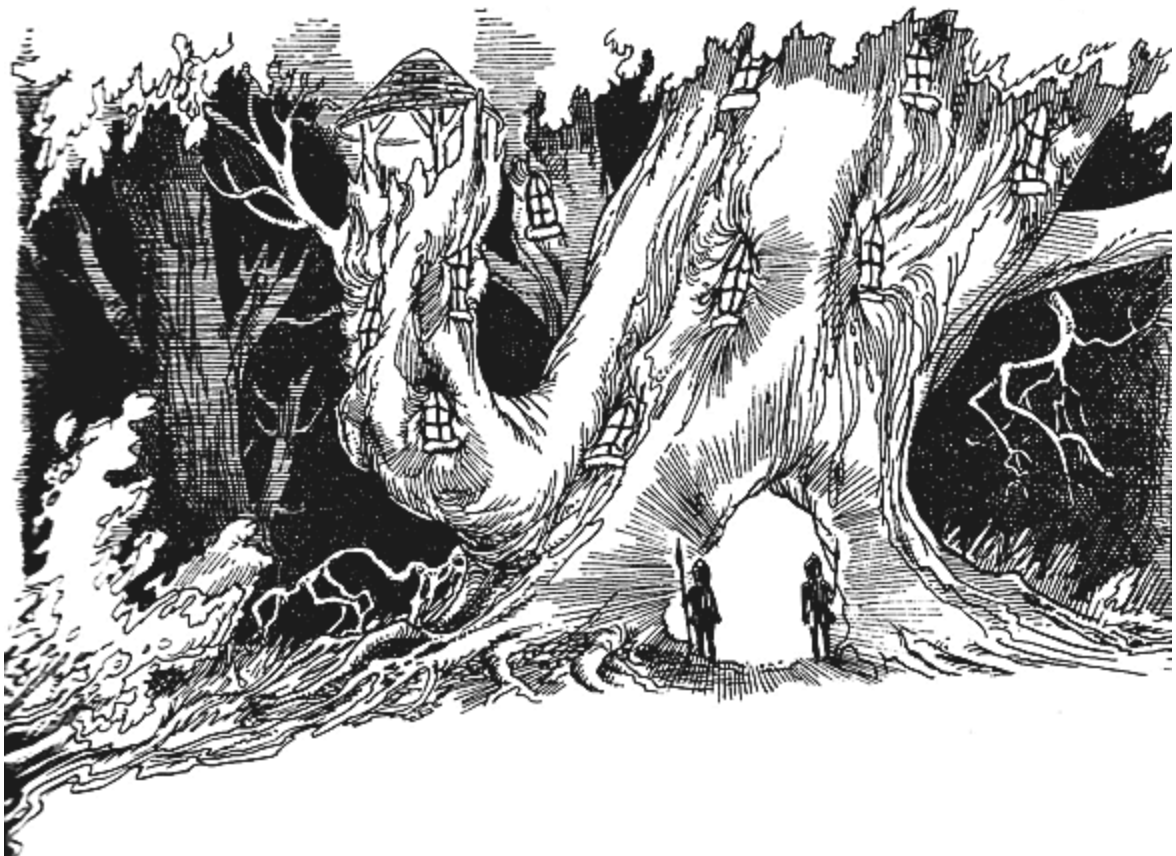
If you decide to go back to the castle, turn to page 25.

If you decide to stay and help get Bachod's cap back, turn to page 28.

12 The Tuatha castle is a huge, hollowed-out tree in the darkest part of the Dark Forest. Even though it's daytime, you must use torches to light your path.

The king has come with your group. At the edge of the Tuathas' clearing he says, "Everyone surround the castle. Then wait for further orders."

You and your cousin Illsap end up crouched behind a mossy rock outside the



castle door. This door is the only way in or out of the castle, and it's well guarded.

One of the Tuatha guards peers out into the darkness. A shiver of fear runs down your legs. You try to crouch lower. He seems to be looking right at you!

Turn to page 8.

14 You dive for Bachod's cap, but a human foot gets in your way. You tumble—and your cap falls off too.

"What have we here?" a human voice booms from above. A hand closes around you. Another human leans over Tortenu and says, "Look! Here's another one!"

Oh, no! Now the humans have three prisoners instead of one.

The End

16 But there is nothing they can do. Tuathas have never been any good at flying. And you're too high above their heads for them to stop you with their spears.

Whoosh! You pass out the front door, swiping one of the guards right in the face. Before you know it, Princess Morgana is back at her father's side.

"I can never thank you enough!" the king tells you.

"But Your Highness, we didn't save Princess Morgana," you say. "She saved *us*!"

The End

When you get to the town, there is a fair in full swing. "I wonder what's in that crowded booth in the center?" you ask Tortenu. "I think I'll climb that tree to get a better look."

When you reach the top, you are so surprised that you almost fall off the branch. The humans have caught Bachod, a Deeny O'Shee guard who has been missing for three days.

Go on to the next page.

18 Poor Bachod! His cap is gone. The Deeny O'Shees' pointed red caps make them invisible to humans. If a fairy loses his cap, the humans can see him and catch him.

Right now the humans are pinching and tickling Bachod. You can hear his screams all the way over here.

Next to the booth, three human boys are playing with his cap. How disgusting! One of the boys is wearing it on his nose!

Turn to page 11.

20 You can't pass up a chance to save Princess Morgana. You jump on the horse's back. He takes off in a flash toward the river Twee and the Dark Forest.

"Wait a minute," you yell, whizzing through the air. "Isn't the castle in that direction?"

The horse laughs a weird, scary laugh. "Hee, hee, heh! I've got you now!"

Oh, no! Your parents used to tell you about evil fairies disguised as horses. This must be one. You try to jump off, but your legs won't move! They're held on by a powerful spell.

The horse dives into the river Twee, holding you tight on his back. *Glug, glug, glug* . . . the water comes up over your ears.

Your last thoughts underwater are of Bachod and the kidnapped princess. But there is nothing you can do to help them now. **21**

The End

22 You stay hidden behind the mossy rock. A moment later you get an order from the king. "Try to sneak inside!" he says, nodding at you, Illsap, and four other fairies. The six of you spring to your feet and run toward the large door.

But it's too late. Some Tuatha guards come around the corner of the castle and run at you with knives and spears. Everything happens so fast that you don't even have time to use a magic spell for protection.

In a few minutes it's all over.

The End

You hurry along the forest path toward the castle to get a cap for Bachod. Suddenly you are stopped by the prettiest horse you have ever seen.

"Are you a member of the Deeny O'Shee tribe?" asks the horse.

"Yes," you answer.

"I've just escaped from the castle of the awful Tuatha de Danaan. Earlier today the Tuathas captured your princess. I know where she is, and I would be glad to take you there."

What luck! This may be your chance to save the princess. But what about Bachod? He needs that extra cap. Besides, you have never seen this horse before. Who knows if you can trust him?

If you go with the horse and leave Bachod's cap for later, turn to page 20.

If you decide to keep heading for the castle to get the cap, turn to page 34.

26 You turn right and follow the hallway up some stairs, through twists and turns, and up more stairs. Where is everyone? You turn another corner and—oh, no!—four Tuatha guards stare you in the face. They're standing outside a large golden door.

You and Illsap turn to run, but it's too late. One of the guards has seen you. "After them!" he shouts.

Turn to page 38.

28 "Tortenu, let's try to rescue Bachod's cap from those boys," you say.

You and Tortenu hold your own caps on tightly and walk toward the crowded booth. You have to be careful no one steps on you.

As you get closer to the three boys, they drop the cap by mistake. What luck! It lands a few feet away from you. You run forward to grab it.

Suddenly Tortenu yells. Someone has stepped on him! He's hurt, and he can't move. Worse still, his cap has been knocked off.

What should you do? If Tortenu doesn't get his cap back, the humans might see him. But this might also be your only chance to get Bachod's cap.

Go on to the next page.

If you run for Bachod's cap before helping Tortenu, turn to page 14.

If you help Tortenu first, turn to page 41.

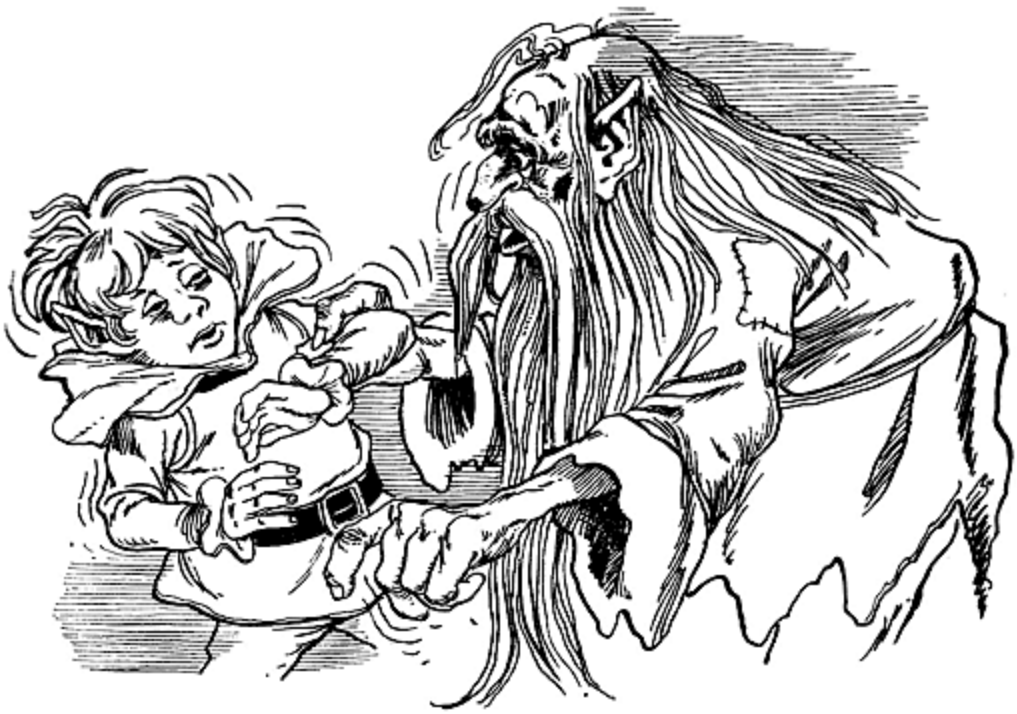
30 "Will you really teach me a spell?" you ask.

The Fir Bolg nods and motions you over to his corner. He whispers, "Repeat after me:

"Boram, boran, terla, tay,
You need some more sleep today."

Go on to the next page.

Suddenly you feel very drowsy. The Fir Bolg shakes your arm and snaps, "How can you learn a sleeping spell if you won't listen? Pay attention!" **31**



Turn to page 33.

32

You turn left and lead Illsap down the hall. *Whoosh!* The floor falls out from under you.

A few seconds later you land with a thud on a hard, damp floor. You must have fallen through a trap door!

Turn to page 40.

He repeats the spell twice more. Finally you get it without falling asleep.

"Now see if it will work on the guard," the Fir Bolg tells you.

You walk over to the old rusted door of the dungeon and pound on it until the guard unlocks it.

"What's wrong?" he snarls.

You whisper the spell quickly, and immediately the guard begins to snore. The spell works!

You exchange clothes with the Tuatha guard and chain him to the wall. There's something in your new hip pocket. You take a look. It's a map of the Tuatha castle!

Turn to page 42.

34 "Thank you for your kind offer. But I must get back to our palace," you tell the horse. "There is a whole group of my people on their way to the Tuatha castle right now. Maybe you could help them."

"What?" the horse snorts angrily. "You won't accept my offer? I'll show you!"

Before he can do anything, you turn and race into the forest. You're fast on your feet, but the horse is faster. In seconds you can feel his hot breath on the back of your neck.

Suddenly you trip. You feel yourself falling down, down, down. . . .

Turn to page 48.

You take off your belt and go over to the small window in the dungeon door.

"Pssst," you whisper to get the guard's attention. "I've got a gold belt buckle here. Two whole ounces. You can have it if you'll let me go."

The guard unlocks the door slowly and opens it. "So you think you can bribe a Tuatha, do you?" he says in a mean voice. "Nice try, but it won't work with me. I'm taking you to the queen!" Before you can say a word, he ties your hands together and leads you up the hall.

Turn to page 50.

38 You and Illsap tear back up the hallway. As soon as the guards are out of sight, you yank open a door in the wall and duck inside. It looks as if you've found a large cleaning closet.

Your hearts beat so loudly you are sure the Tuathas will hear. But a few moments later they clank past. You're safe for now.

"Where do you think that golden door leads?" Illsap whispers, still panting.

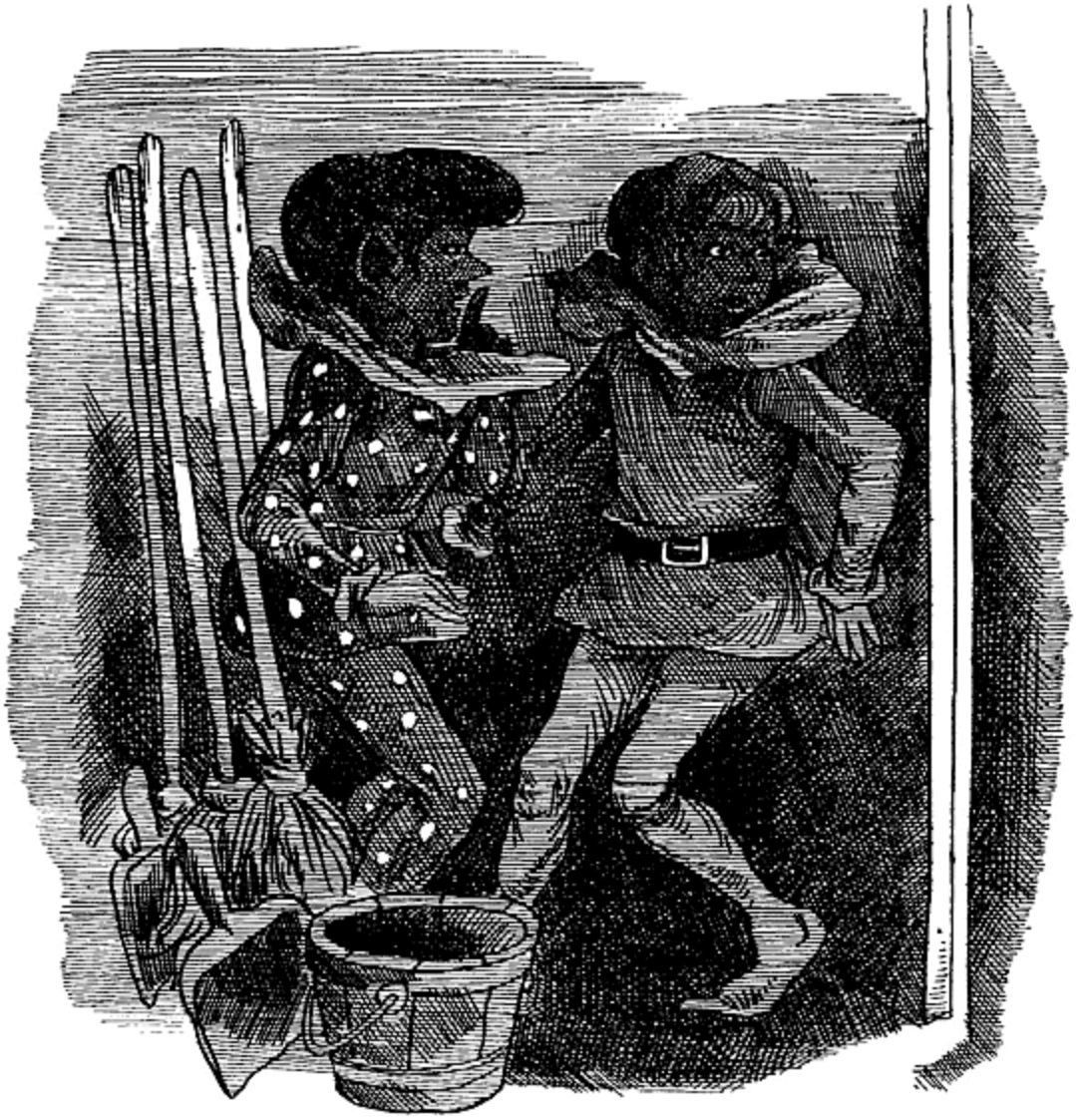
"I don't know," you answer, "but maybe it's where they're holding Princess Morgana."

"That's what I think too," Illsap says. "I'd like to go take another look. We could stun those Tuatha guards with a spell."

You wonder if your magic is powerful enough. Spells take many years of practice. If the Tuatha magic is more powerful than yours, you'll be dead!

If you try returning to the golden door, turn to page 32.

If you convince Illsap to stay hidden a little while longer while you think of another plan, turn to page 45.



40 "Illsap?" you ask. "Are you there?"

There's no answer. You must have fallen through the trap alone.

A voice calls out from the darkness. "A member of the Deeny O'Shee, aren't you? You must be looking for your princess."

"What? Who's there? Where are you?" you ask.

Turn to page 46.

You hate to leave Bachod's cap behind, but you must save Tortenu. You dash to put Tortenu's cap on his head. Then you drag him to the edge of the forest. No humans have seen you. **41**

Tortenu says feebly, "I can't walk."

"Oh, no! We'll have to carry you back!" you answer.

Someone behind you shouts, "I'll help!"

"Rennet! Bachod! How did you get here?" you cry.

Bachod smiles. "Rennet got my cap when those awful human boys dropped it."

Turn to page 54.

42 The map shows all the secret tunnels in the castle. It shouldn't be hard to find the princess with this, you think. Now your only problem is to find Illsap.

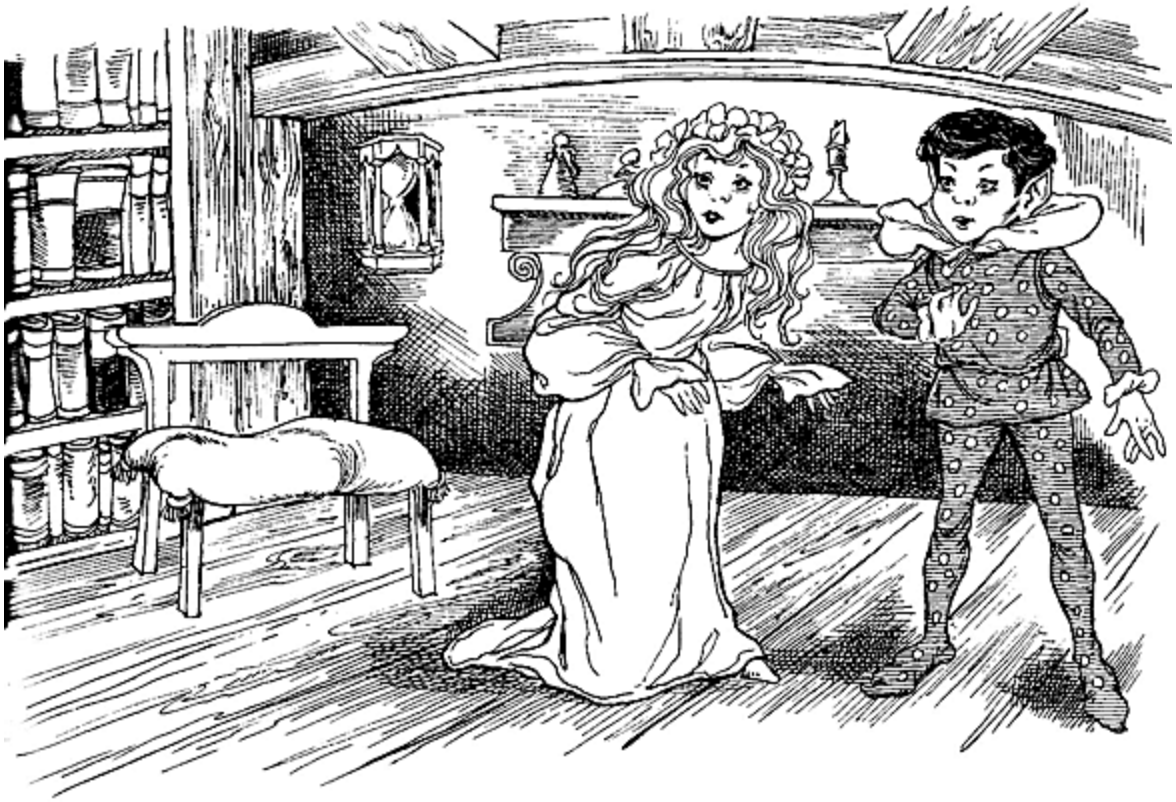
A half hour later you push through a trick bookcase into the princess's room. The princess stares at you with her mouth open. Illsap is standing next to her!

"Illsap, what are you doing here?" you cry. **43**

"I was going to ask *you* the same question," he replies.

"I put a Tuatha guard to sleep and found a map of the castle in his pocket," you explain. "Come on! There's a hidden passageway out of here."

Turn to page 52.



"Illsap, we're only two hundred and fifty years old," you say. "Our magic isn't very powerful yet. Let's try to think of another plan."

"Okay," he agrees, "but what?"

Just then you hear light footsteps running up the hall. Your door opens, and you glimpse a young girl. In a flash, she enters the closet and pulls the door closed.

"Princess Morgana!" you cry. "You've escaped!"

"Yes. But what are you doing here? And where are we?" her surprised voice answers.

"Illsap and I have come to help you out of here. Your father is outside. Right now we're in a cleaning closet."

"Hmmm," the princess says. "Are there any brooms here?"

"How about a mop?" Illsap asks.

Turn to page 4.

46 "Over here in the corner," replies the voice.

When your eyes get used to the dark, you spot a very old fairy, dressed in the costume of a Fir Bolg, chained to the wall. The Fir Bolgs died out almost a hundred years ago.

"I'm a prisoner of the Tuathas," the old fairy says. "I have been in this dungeon for three hundred years."

"Do you know where the princess is?" you ask. "I've got to get out of this place and save her."

"She's on the fourth floor, behind a golden door."

"That answers one question, but how do I get out?" you want to know.

Turn to page 49. **47**

48 You wake up hours later. It's gotten dark out, and your head hurts terribly. You've fallen into some kind of hole in the ground.

"Help! Hel-l-lp!" you call.

Grass and twigs rustle overhead, and a small torch lights up the edge of the hole. "There you are! We've been looking all over for you."

Turn to page 53.

"Well, there are two ways I can think of," the Fir Bolg tells you. "You can try bribing the guards with gold. Or I can teach you a sleeping spell that might work."

If you decide to bribe the guard with your gold belt buckle, turn to page 37.

If you ask the Fir Bolg to teach you his spell so you can put the guard to sleep, turn to page 30.

50 You turn to the left and begin climbing steps. Two Tuatha guards approach and stop you.

"Where's this one going?" they ask your guard.

"The prisoner tried to bribe me. A Deeny O'Shee trying to free the princess," he replies.

"Yes," one of the guards says gruffly, "some others snuck in before. We'll take care of this one."

The two guards grab you roughly and head off. When you turn a corner, they begin to laugh. They pull off their helmets.

It's Illsap and Princess Morgana!

"We got away. Drugs, potions, and bribery did it," Illsap explains. "Now let's get out of here!"

With two Tuatha guards at your side, escape is easy. You just walk out!

The End

52 The three of you follow the map to an old underground escape route. When you finally come above ground, the princess exclaims, "Look! The river Twee! We're only a few minutes from the palace."

"And the sooner we're there, the better I'll feel," you say.

The End

"Tortenu? Is that you?" you ask.

"Yes," he says, "and we're going to get you out of there right now."

Two other fairies throw a rope down to pull you out. Then they put you on a stretcher to be carried back to the palace.

"But what about Bachod? And what's happened to Princess Morgana?" you ask.

"They've both escaped. They're safely back under the palace roof. Don't worry about them! Right now all you need to do is rest."

Tortenu is right. You are sleepy already.

The End

"Yes," Rennet adds, "I saw you rescuing Tortenu. I thought you could handle it alone. So I went after the cap and got it back to Bachod. The humans were very surprised. They couldn't figure out what had happened!"

"At least I can tell you that the humans don't have the princess," Bachod says.

Tortenu speaks up. "Good! Let's get going. After you drop me off, the others at the Tuatha castle will need all the help they can get."

The End

ABOUT THE AUTHOR

Shannon Gilligan graduated from Williams College in 1981. While a student, she spent a year studying at Doshisha University in Kyoto, Japan. Ms. Gilligan is also the author of *The Search for Champ, The Three Wishes,* and *Mona Is Missing* in the Bantam Skylark Choose Your Own Adventure series. When she's not traveling to do research for her books, she lives in Warren, Vermont.

ABOUT THE ILLUSTRATOR

Ron Wing is a cartoonist and illustrator who has contributed work to many publications. For the past several years, he has illustrated the Bantam humor series, Larry Wilde's Official Joke Books. In addition, he has illustrated *The Throne of Zeus, The Evil Wizard, Search for the Mountain Gorillas,* and *You Are a Shark,* in Bantam's Choose Your Own Adventure series. A graduate of Pratt Institute, Mr. Wing now lives and works in Benton, Pennsylvania, where he pursues his love of painting.

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